Amendments to the Claims:

1. (Currently Amended) A method, comprising:

receiving an input signal associated with an actuation of <u>one of a plurality of</u> [[a]] user-interface ~~member~~ <u>members</u> on a first handheld communication device;

~~determining~~ <u>assigning</u> a haptic code associated with the actuation; ~~and~~

including the haptic code in an output signal; and

sending the output signal [[to]] <u>from</u> a second handheld communication device remote from the first handheld communication device, <u>with said actuation occurring in response to said haptic code being received by the first handheld device.</u>

2. (Canceled)

3. (Currently Amended) The method of claim 1 ~~further comprising including~~ <u>wherein sending further includes providing</u> in the output signal at least one of a message, a video image, and a graphical feature.

4. (Currently Amended) The method of claim 1 wherein the haptic code is ~~determined based on~~ <u>associated with</u> a predetermined scheme.

5. (Currently Amended) The method of claim 1 wherein <u>receiving further includes defining</u> the <u>one of the</u> user-interface ~~member includes~~ <u>members to include</u> at least one of a key, a button, a key pad, a direction pad, a touch screen, a scroll wheel, a mini-joystick, a trackball, and a knob.

6. (Currently Amended) A method, comprising:

receiving an input signal <u>at a first handheld communication device, said first handheld</u> <u>communication device including a plurality of user-interface members</u>;

outputting a request from [[a]] <u>the</u> first handheld communication device, the request ~~relating to a contact by a user or an input device, with a user-interface member coupled to a~~ ~~second handheld communication device~~ <u>providing a perceivable stimuli by a user of the first</u> <u>handheld communication device, with the stimuli identifying a subset of the plurality of user-</u> <u>interface members</u>; and

providing a control signal ~~associated with the contact~~ to an actuator ~~coupled to the second~~ ~~handheld communication device, the control signal configured to cause the actuator~~ to ~~output~~ <u>generate</u> a haptic effect associated with the input signal ~~upon a user's contacting~~ <u>in response to</u> <u>the user touching</u> the ~~user-interface member~~ <u>subset</u>.

7. (Currently Amended) The method of claim 6 further comprising extracting <u>information</u> <u>corresponding to the</u> [[a]] haptic [[code]] <u>effect</u> from the input signal~~, the control signal being~~ ~~based at least in part on the haptic code~~.

8. (Original) The method of claim 6 further comprising causing a content of the input signal to be displayed, the content includes at least one of a message, a video image, and a graphical feature.

9. (Original) The method of claim 6 wherein the user-interface member includes one of a key, a button, a key pad, a direction pad, a touch screen, a scroll wheel, a mini-joystick, a trackball, and a knob.

10. (Currently Amended) A computer-readable medium on which is encoded program code, comprising:

program code for receiving an input signal associated with an actuation of one of a plurality of [[a]] user-interface member members on a first handheld communication device;

program code for determining assigning a haptic code associated with the actuation;

program code for including the haptic code in an output signal; and

program code for sending the output signal [[to]] from a second handheld communication device remote from the first handheld communication device, with said actuation occurring in response to said haptic code.

11. (Canceled)

12. (Original) The computer-readable medium of claim 10 further comprising program code for including in the output signal at least one of a message, a video image, and a graphical feature.

13. (Currently Amended) The computer-readable medium of claim 10 further comprising program code for determining associating the haptic code based on with a predetermined scheme.

14. (Canceled)

15. (Canceled)

16. (Canceled)

17. (Canceled)

18. (Canceled)

19. (Currently Amended) An ~~apparatus~~ handheld communication device comprising:

a body;

a plurality of user-interface ~~member~~ members coupled to [[a]] the body ~~of a first~~

~~handheld communication device~~;

a processor in data communication with the plurality of user-interface members;

an actuator coupled to the [[body]] a subset of the plurality of user-interface members and

in data communication with the processor; and

a memory in data communication with the processor, the memory storing program code

executable by the processor, including:

program code for ~~receiving an input signal associated with an actuation of~~

producing a haptic stimuli with the ~~user-interface member~~ subset;

program code for ~~determining~~ associating a haptic code ~~associated~~ with the

~~actuation~~ haptic stimuli;

~~program code for including the haptic code in an output signal; and~~

program code for ~~sending the output signal to a second handheld communication device remote from the first handheld communication device~~ receiving an input signal including information corresponding to the haptic code.

20.   (Canceled)

21.   (Currently Amended) The ~~apparatus~~ device of claim 19 ~~wherein the handheld communication device includes~~ is one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.

22.   (Currently Amended) The ~~apparatus~~ device of claim 19 wherein the plurality of user-interface ~~member~~ members includes at least one of a key, a button, a key pad, a direction pad, a touch screen, a scroll wheel, a mini-joystick, a trackball, and a knob.

23.   (Currently Amended) The ~~apparatus~~ device of claim 19 wherein the memory further stores program code for sending the output signal to a remote handheld communication device.

24.   (Currently Amended) The ~~apparatus~~ device of claim 19 wherein the memory further stores program code for including in the output signal at least one of a message, a video image, and a graphical feature.

25.   (Currently Amended) The ~~apparatus~~ <u>device</u> of claim 19 wherein the ~~user-interface~~

~~member is one of a plurality of user-interface members coupled to the body, the~~ memory further

~~storing~~ <u>stores</u> a plurality of haptic codes, each associated with one of the plurality of user-

interface members according to a predetermined scheme.

26.   (Currently Amended) ~~The apparatus~~<u>A handheld communication device</u>, comprising:

<u>a body</u>;

a user-interface member coupled to [[a]] <u>the</u> body ~~of a handheld communication device~~;

a processor <u>in data communication with the user-interface member</u>;

an actuator coupled to the [[body]] <u>user-interface member</u> and in <u>data</u> communication

with the processor; and

a memory in <u>data</u> communication with the processor, the memory storing program code

executable by the processor, including:

program code for receiving an input signal;

        program code for outputting a request from the handheld communication device,

~~the request relating to a contact by a user or an input device, with the user-interface~~

~~member~~ <u>to provide a perceivable stimuli by a user of the second handheld communication</u>

<u>device, with the stimuli indicating that said user is to touch the user-interface member</u>;

and

        program code for providing a control signal ~~associated with the contact to the~~

~~actuator, the control signal configured~~ to cause the actuator to ~~output~~ <u>produce</u> a haptic

~~effect associated with the input signal~~ <u>stimuli using the user-interface member</u>.

27.   (Canceled)

28.   (Currently Amended) The ~~apparatus~~ <u>device</u> of claim 26 ~~wherein the handheld~~

~~communication device includes~~ <u>is</u> one of a cellular phone, a satellite phone, a cordless phone, a

personal digital assistant, a pager, a two-way radio, a portable computer, a game console

controller, a personal gaming device, and an MP3 player.

29.   (Currently Amended) The ~~apparatus~~ <u>device</u> of claim 26 wherein the user-interface

member includes at least one of a key, a button, a key pad, a direction pad, a touch screen, a

scroll wheel, a mini-joystick, a trackball, and a knob.

30.   (Currently Amended) The ~~apparatus~~ <u>device</u> of claim 26 wherein the memory further

stores program code for extracting [[a]] <u>information corresponding to the</u> haptic [[code]] <u>stimuli</u>

from the input signal~~, the control signal being based at least in part on the haptic code~~.

31.   (Currently Amended) The ~~apparatus~~ <u>device</u> of claim 26 further comprising a display

device in communication with the processor, the memory further storing program code for

causing ~~a content of the input signal to be displayed, the content includes at least one of a~~

~~message, a video image, and a graphical feature~~ <u>the display device to produce the perceivable</u>

<u>stimuli</u>.